

Ambush!



Ogres ambush the party!

1 to 2 Heroes = 1 Ogre

3 to 4 Heroes = 2 Ogres

5 Heroes = 3 Ogres

Place the appropriate amount of Ogres on the squares furthest from the Heroes. The Ogres may attack immediately.

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Avalanche



A deep rumble echoes across the peaks. Stone breaks loose above you in a thunderous roar.

Each Hero rolls 1 combat die.

White Shield - Avoid avalanche.

Black Shield - Lose 1 Body Point.

Skull - Lose 2 Body Points.

Broken Bridge



A shattered rope bridge sways over a deep chasm. Only a narrow span remains, forcing you to cross one at a time.

Each Hero rolls 1 combat die.

Any Shield - Cross safely.

Skull - Slip and lose 1 Body Point.

Cliffside Chest



On a narrow mountainside outcrop sits a wooden chest, wedged between jagged stones.

Draw a Treasure card and resolve it. If a Wandering Monster is drawn, use the rules of the *Ambush!* card from the Journey that you are currently on.

Shuffle this card back into the Journey deck.

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Gorehorn



Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
7	4	5	6	4

Gore

You come across the infamous Gorehorn. Place the enemy on the square furthest from the Heroes. Gorehorn may then immediately start their turn.

Reward: 1 Relic Coin

Guardian of the Pass



A massive stone sentinel blocks the narrow trail. As you draw near, it stirs to life, its gaze fixed upon those who would cross the pass.

Place a Gargoyle on a square furthest from the Heroes. The Gargoyle may then immediately start its turn.

Mountain Prospector



A grizzled prospector chips at a glittering vein, his satchel heavy with raw gems. He offers a share of the find to those willing to brave the mountain.

All Heroes gain 100 gold coins.

Shuffle this card back into the Journey deck.

Mountain Spring



A clear spring flows from the rock, its cold water offering welcome relief in the harsh mountain air.

You regain 1 Body Point.

Mysterious Merchant



As you are traveling the Mountain Pass, a mysterious merchant appears out of nowhere and offers to sell you a collection of items. Draw 4 cards at random from the Equipment deck or Lost Relics deck (the cards from the Equipment deck are offered at half price). Once all sales have been completed, the mysterious merchant vanishes as quickly as they had appeared.

Narrow Ledge



The path narrows to a thin ledge along a sheer cliff. A sudden gust of wind throws you off balance, sending you tumbling to a lower ledge below.

Lose 1 Body Point.

Ogre Bounty



A weathered notice is nailed to a mountain post, a crude sketch of a hulking Ogre. The reward is generous — the danger, greater still.

While you are traveling the Mountain Pass any Ogres that are defeated reward 50 gold coins each.

Omen in the Sky



A crimson moon burns across the sky. The wind grows still, and even the bravest feel its warning.

Reshuffle all discarded Journey cards back into the Journey deck.

Draw 2 Journey cards and resolve them both.



Steep Climb



The trail rises sharply ahead, forcing you to scale jagged rock and narrow switchbacks. Every step demands effort as loose stone shifts beneath your boots.

Your progress is slowed. The Journey takes 1 additional day.

Traveling Ogre



While traveling the Mountain Pass you encounter a traveling Ogre. The mercenary may be hired by any one Hero to accompany them on their next quest for the price of 50 gold coins.



